
Title: Drow Culture

Author: Orgollree'rean

Drow are dark skinned elves with white/grayish hair and eyes that glow red or lavender in the darkness. It is widely believed that drow once freely roamed the surface, as their surface cousins do, however there is some dispute as to how they came to the Underdark.

The drow heirarchy is a matriarchy, females are usually stronger and hold more powerful positions. Most drow worship Lloth, the Spider Queen. Spiders are sacred to the drow and should never be harmed. Males are treated with contempt by females. Their purpose is to serve the pleasure of the Matron Mothers.

Marriages don't exist, females pick their patrons at will and dispose of them at will, as well. Those disposed of by the matrons are either passed on to lesser ranking females, returned to their duties, or more often sacrificed to Lloth. They are taught this system from birth. They also can speak their language at birth. Every third born male and any child born with deformities are sacrificed to Lloth. The Matron Mothers must be given the utmost respect, eye contact should not be made without permission.

Drow Society is made

of Noble Houses,
mercenary bands, such as
Bregan D'Aerthe, and
merchant clans. The noble
houses strive to be the
1st house. The 1st house
holds most of the power,
runs the Arach-Tinilith,
the Temple Academy of
Lloth; Sorcere, the
Academy of Wizardry;
and the Melee-Magthere,
the Academy of Warfare.
Assassinations are a
common means of climbing
the social ladder. For
example, If the 5th house
wishes to be the 4th
house, they need only
assassinate all the nobles
of the 4th house,
however, if they fail and
one survives and reports
this assassination attempt
to the council, then the
5th house will be
sentenced to death, and
the entire house is
slaughtered. The
Mercenary bands consist
of male warriors who
have left their house for
one reason or another,
the Matrons will usually
allow these bands to
exist, as long as they
remain loyal and serve
the drow community. The
merchant clans are the
craftsmen and traders.
These clans usually work
in a system of rings and
are usually ran by males.
The inner rings are the
most experienced of the
merchants. The outer
rings consist mostly
of non drows.